

APPENDIX

Version with markings to show changes made

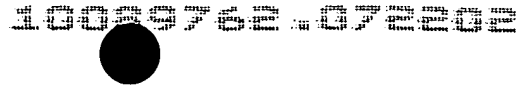
A marked up version of the 1st paragraph of the specification following the heading
“Description of the Prior Art” as follows

Gaming or poker machines have been well known [in the states of New South
Wales] for many years and have more recently gained considerable popularity [throughout
Australia], with quite substantial amounts of money wagered on these machines. There is a
growing tendency for State or National Governments to legalise the use of gaming
machines by licensing operators, with resulting revenue gains through license fees and
taxation of monies invested. The licensed operation of gaming machines is the subject of
State legislation and regulation. This regulation most always dictates a minimum
percentage payout for a gaming machine. For example, a minimum of 85% of monies
invested must be returned as winnings, and manufacturers of gaming machines therefore
must design their machines around these regulatory controls.

**A marked up version of claims 1, 8, 15, 16, 17, 21-29, 31-38, 40-42, 45, 52, 59-61, 65-
73, 75-82, 84-86 and 88 as follows:**

CLAIMS:

1. A gaming console [including] comprising a display means, and game control means
arranged to control images displayed on the display means, the game control means being
arranged to play a first game displayed on the display means and, if a winning combination
results, the console pays a prize, the console being characterised in that the game control



means [includes] comprises a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game.

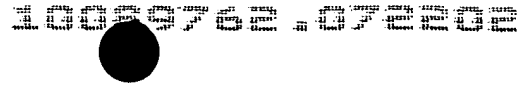
8. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition arises during the first game.

15. The gaming console as claimed in [any preceding] claim 1 wherein the first game is a bonus game which has come about during play on the console.

16. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition arises within a bonus game which has come about during play of the console.

17. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition arises within a bonus game which has been triggered by the first trigger condition that has arisen during play of the first game.

21. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the probability of occurrence of a winning outcome of the feature game.



22. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the value of an available prize prior to or during gameplay of the feature game.

23. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the number of winning opportunities in the feature game.

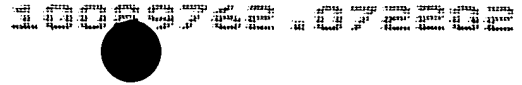
24. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters a total number of possible outcomes of the feature game.

25. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the interaction of the feature game with other games.

26. The gaming console as claimed in [any preceding] claim 1 wherein the second trigger condition alters the interaction of the feature game with other consoles in a distributed network of gaming machines including the console.

27. The gaming console as claimed in [any preceding] claim 1 wherein more than one type of first trigger condition may occur in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

28. The gaming console as claimed in [any preceding] claim 1 wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.



29. The gaming console as claimed in [any preceding] claim 1 wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

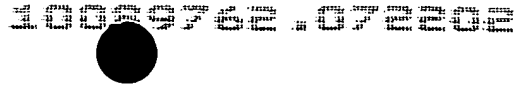
31. The gaming console as claimed in claim 29 [or claim 30] wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

32. The gaming console as claimed in [any one of] claim 29 [to 31] wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the first trigger condition.

33. The gaming console as claimed in [any one of] claim 29 [to 32] wherein the first game pays a prize for the occurrence of a winning combination along certain paylines in the matrix, and wherein the occurrence of a winning combination along a predetermined one of said paylines constitutes the second trigger condition.

34. The gaming console as claimed in [any preceding] claim 1 wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

35. The gaming console as claimed in claim 34 wherein gameplay of the feature game [includes] comprises spinning of the wheel.



36. The gaming console as claimed in claim 34 wherein gameplay of the feature game [includes] comprises movement of an indicator circumferentially around the wheel.

37. The gaming console as claimed in [any one of] claim 34 [to 36] wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

38. The gaming console as claimed in [any one of] claim 34 [to 36] wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

40. The gaming console as claimed in [any one of] claim 34 [to 36] wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

41. The gaming console as claimed in [any one of] claim 1 [to 33] wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

42. The gaming console as claimed in claim 41[39] wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

45. A gaming system [including] comprising at least one display means, and game control means arranged to control images displayed on each display means, the game control means being arranged to play a first game displayed on each display means and, if a winning combination results, the gaming system pays a prize, the gaming system being

characterized in that the game control means [includes] comprises a dynamic game feature whereby a feature game occurs upon a first trigger condition of the first game, and wherein a second trigger condition influences one or more gameplay aspects of the feature game such as to alter the likelihood of occurrence of at least one possible outcome of a set of possible outcomes of the feature game.

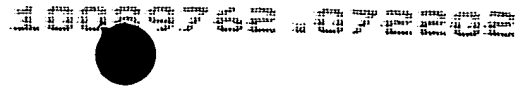
52. The gaming system as claimed in [any one of] claim 45 [to 51] wherein the second trigger condition arises during the first game.

59. The gaming system as claimed in [any one of] claim 45 [to 58] wherein the first game is a bonus game which has come about during play on the console.

60. The gaming system as claimed in [any one of] claim 45 [to 59] wherein the second trigger condition arises within a bonus game which has come about during play of the console.

61. The gaming system as claimed in [any one of] claim 45 [to 58] wherein the second trigger condition arises within a bonus game which has been triggered by the first trigger condition that has arisen during play of the first game.

65. The gaming system as claimed in [any one of] claim 45 [to 64]-wherein the second trigger condition increases the probability of occurrence of a winning outcome of the feature game.



66. The gaming system as claimed in [any one of] claim 45 [to 65] wherein the second trigger condition alters the value of an available prize prior to or during play of the feature game.

67. The gaming system as claimed in [any one of] claim 45 [to 66] wherein the second trigger condition alters the number of winning opportunities in the feature game.

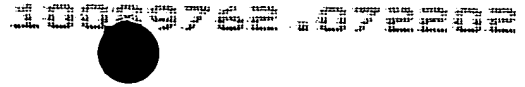
68. The gaming system as claimed in [any one of] claim 45 [to 67] wherein the second trigger condition alters a total number of possible outcomes of the feature game.

69. The gaming system as claimed in [any one of] claim 45 [to 68] wherein the second trigger condition alters the interaction of the feature game with other games.

70. The gaming system as claimed in [any preceding] claim 45 wherein the second trigger condition alters the interaction of the feature game with other systems in a distributed network of gaming systems including the system.

71. The gaming system as claimed in [any one of] claims 45 [to 70] wherein more than one type of first trigger condition may occur in the first game, and wherein a corresponding one of a plurality of feature game types occurs depending on which type of first trigger condition arises.

72. The gaming system as claimed in [any one of] claims 45 [to 71] wherein repeated occurrences of the second trigger condition each influence gameplay aspects of the feature game.



73. The gaming system as claimed [any one of] claims 45 [to 72] wherein the first game is of a style which creates a matrix of symbols and pays prizes for the occurrence of predetermined combinations in the matrix.

75. The gaming system as claimed in [any one of] claims 45 [to 74] wherein an occurrence of a given symbol in a predetermined position of the matrix constitutes the second trigger condition.

76. The gaming system as claimed in [any one of] claims 45 [to 75] wherein the first game pays a prize for the occurrence of a winning combination along certain 'paylines' in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the first trigger condition.

77. The gaming system as claimed in [any one of] claims 45 [to 76] wherein the first game pays a prize for the occurrence of a winning combination along certain 'paylines' in the matrix, and wherein the occurrence of a winning combination along a predetermined payline constitutes the second trigger condition.

78. The gaming system as claimed in [any one of] claims 45 [to 77] wherein the feature game takes the form of a wheel divided into a number of sectors, some of the sectors indicating a prize, and wherein if gameplay of the feature

game concludes with an indicator indicating one of the sectors indicating a prize, the prize indicated by that sector is awarded.

79. The gaming system as claimed in claim 78 wherein gameplay of the feature game [includes] comprises spinning of the wheel.

80. The gaming system as claimed in claim 78 wherein gameplay of the feature game [includes] comprises movement of an indicator circumferentially around the wheel.

81. The gaming system as claimed in [any one of] claim 78 [to 80] wherein occurrence of the second trigger condition causes the introduction to the feature game of an additional indicator.

82. The gaming system as claimed in [any one of] claim 78 [to 80] wherein occurrence of the second trigger condition causes a prize to be added to a blank sector of the wheel.

84. The gaming [console] system as claimed in [any one of] claim 78 [to 80] wherein occurrence of the second trigger condition provides an opportunity for the player to pay to add winning sectors to the wheel.

85. The gaming system as claimed in [any one of] claim 45 [to 77] wherein the feature game takes the form of one of a board game, a game of dice, a bingo game, and a spinning reel game.

86. The gaming [console] system as claimed in claim 85 wherein the feature game is a board game and occurrence of the second trigger condition causes a prize to be added to a blank segment of the board game.

88. The gaming [console] system as claimed in claim 85 wherein the feature game is a board game and occurrence of the second trigger condition provides an opportunity for the player to pay to add winning segments to the board.